



Teachers' Resource Card *Art and Sound*

Michael Parekōwhai *He Kōrero Pūrākau mo te Awanui o te Motu: Story of a New Zealand River* 2011, collection Museum of New Zealand Te Papa Tongarewa, Wellington.

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**THIS IS
NEW ZEALAND**

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MINISTRY OF EDUCATION
Te Tihahu o te Mātauranga

Art and Sound

About the Exhibition

This Is New Zealand explores the role art has played in asserting and questioning notions of national identity. It takes a critical look at the stories we have told ourselves—and the stories we have told others—about who we are.

The show borrows its title from one of the key works—a spectacular three-screen film made at the National Film Unit for the New Zealand pavilion at Osaka's Expo '70. The film incorporates iconic NZ imagery and tries to represent the diversity of New Zealand nature and culture.

This Is New Zealand re-presents works previously exhibited at the Venice Biennale including Michael Parekōwhai's *He Kōrero Pūrākau mo te Awanui o te Motu: Story of a New Zealand River*, a grand piano carved with the sinuous forms of European plants and Māori motifs. The work is both sculpture and instrument and will be played daily, filling the gallery with music. Parekōwhai says 'There is no object I could make ... that could fill a room like sound can'.

About your Visit

During the day, you'll visit City Gallery and Capital E to make connections between art and sound. At City Gallery, students will discuss their ideas about artworks that are full of noise—both real and imagined, before designing an album cover that visually communicates a sense of sound. At Capital E students will use music-mixing software, Soundtrap, to create an original soundscape in response to an artwork about New Zealand. Their pieces will be uploaded to SoundCloud to access back at school.

Pre-visit Discussion

Can New Zealand be represented through images and sounds? What sounds?
How could you draw a sound or 'listen' to a picture?

Post-visit Activities

Listen to your album on SoundCloud and evaluate how the different tracks work together.

Reflect on your day. What did you learn at City Gallery and Capital E? What would you like to investigate further? What was easy or challenging about translating sound into image or image into sound? If you were to repeat the activities, what other sounds and images would you use to represent New Zealand?

Imagine what sounds and images you would choose to represent planet Earth. Find out about the Golden Record which was sent into space in 1977 on the Voyager spacecraft. It contains sounds and images selected to portray life and culture for the benefit of spacefarers that might find them in the distant future. If the Golden Record was being made today, how would you choose to update it?

Listen to the sound of these New Zealand walks soundcloud.com/naturesounds.nz then go on a sound walk through a natural or manmade environment. Pause regularly and listen carefully to noises close by and far away. Use your phone or your computer's microphone to record the world around you, and use Soundtrap to soundscape your walk. Make a map to document the walk, describing the sounds, their volume and duration, either in words or using shapes, colours and patterns.

Create a dynamic composition of onomatopoeia (sound words) inspired by the work of Christian Marclay, an artist who transforms sound and music into visual and physical forms through performance, collage, sculpture, photography, and video. Your artwork could take the form of a painting, print or digital collage. whitecube.com/artists/christian_marclay/#!/artwork/surround_sounds

Compare and contrast Michael Parekōwhai's carved piano as a silent sculpture and played instrument. Find out about his work *Ten Guitars*, which also takes the form of musical instruments.

Research the work of Shannon Novak, a New Zealand artist who thinks 'music is in everything'. Originally trained as a pianist, he makes paintings and installations with a focus on geometric forms to explore the relationship between sound and vision. He sometimes uses augmented reality (AR) to create digital works accessed through a smart phone or tablet. shannonnovak.com